

Disney · PIXAR

BRAVE

COLORING &
ACTIVITY BOOK
WITH

35 Stickers



Tear and Share® Pages

THE BOW OF
COURAGE

Disney · PIXAR
BRAVE



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19392 Disney Brave Coloring and Activity Book with Stickers

13 14 15 CLI 39321 10 9 8 7 6 5 4



Princess Merida, a skilled archer,
is from the Scottish clan of DunBroch.

Merida reflects her spirit!

Which picture is the exact mirror image of Merida's picture on page 2?



Your
Answer: _____



Merida's father is the warrior King Fergus.
Her mother is the elegant Queen Elinor.

King Fergus lost his leg in a
battle with...what?

To find out, look at each letter clue and write the
letter that comes before it in the alphabet.

UIF

NPOTUSPVT

CFBS

NPS'EV

,

Answer: The Monstrous Bear Mor'du

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Merida has three brothers.
The triplet princes are always
getting into mischief.

The Royal Triplets

Only the three correct names lead to the three princes. Can you figure them out?

HARRIS HAROLD
HENRY HAMISH HUBERT



Answers: Harris, Hamish, Hubert

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Merida is happiest when she doesn't have to follow rules and can roam the highlands with her Clydesdale, Angus.

How many words can you make
using the letters in:

ANGUS





Merida loves spending time outdoors,
dreaming and exploring.

Draw what Merida could be dreaming about.





Queen Elinor prepares her unwilling daughter to meet suitors from three clans.

How should Merida wear her hair?

Draw a stylish 'do for Merida to meet her suitors.



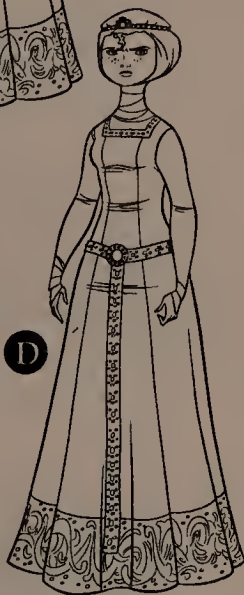
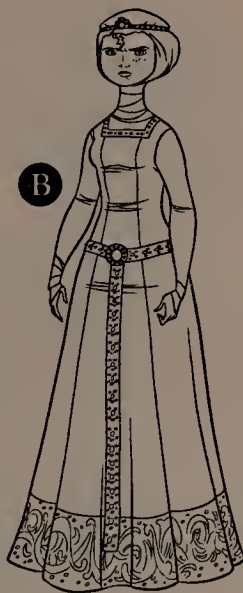
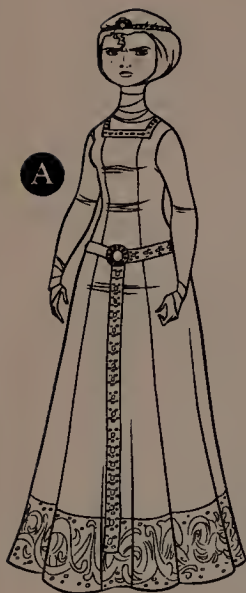


Merida hates the tight dress her mother chose for her. Her mother doesn't listen to her!

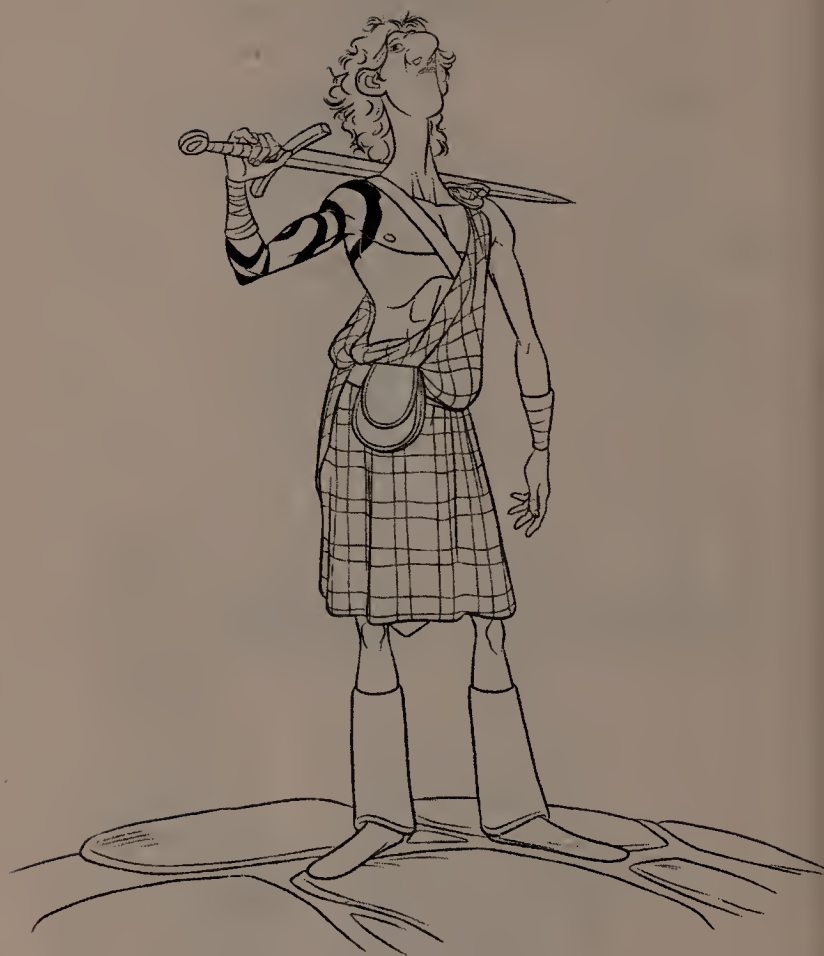
Feeling Different

Merida doesn't feel like her true self.

Which picture of Merida
is different from the others?



Your
Answer: _____



Young Macintosh is a skilled athlete—
and he makes sure everyone knows it!



Young MacGuffin is strong and powerful.
His thick Scottish accent makes him
hard to understand.



Wee Dingwall is the smallest of the suitors.



Merida is not impressed. She would rather be far away from this competition.



The suitors are not comfortable with
the bows and arrows.

The suitors feel out of sorts.

Circle the 6 differences
between these two pictures.

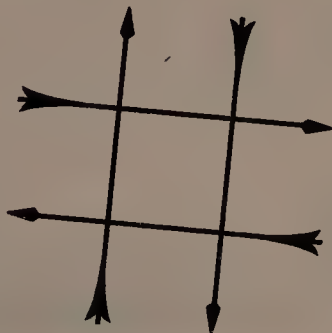
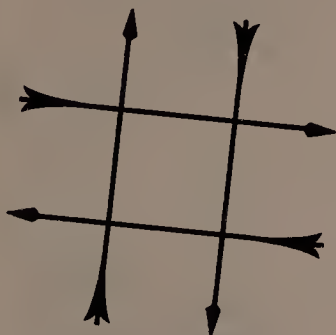
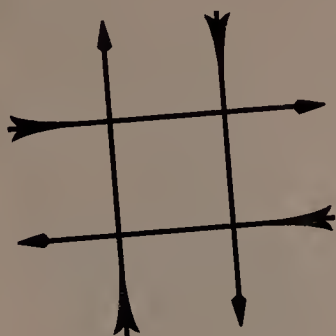


Answers: tree on right, triangle on flag, stripe on Young MacIntosh's leggings,
Young MacIntosh's tattoo, circle on Young MacGuffin's pouch,
and shape on Young Dingwall's pouch



Merida shows them all how it's done!

Merida is up for a challenge! Are you?
Challenge a friend to Tic-Tac-Toe!

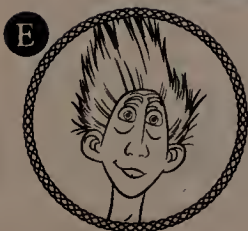
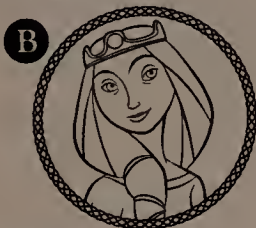
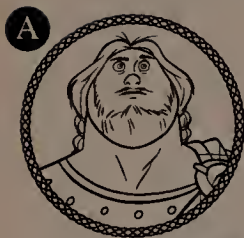




Merida and Elinor argue because Merida is not ready to get married.

No match for Merida!

Can you draw lines to match these characters with their names?



1

Fergus

2

Wee Dingwall

3

Young MacGuffin

4

Elinor

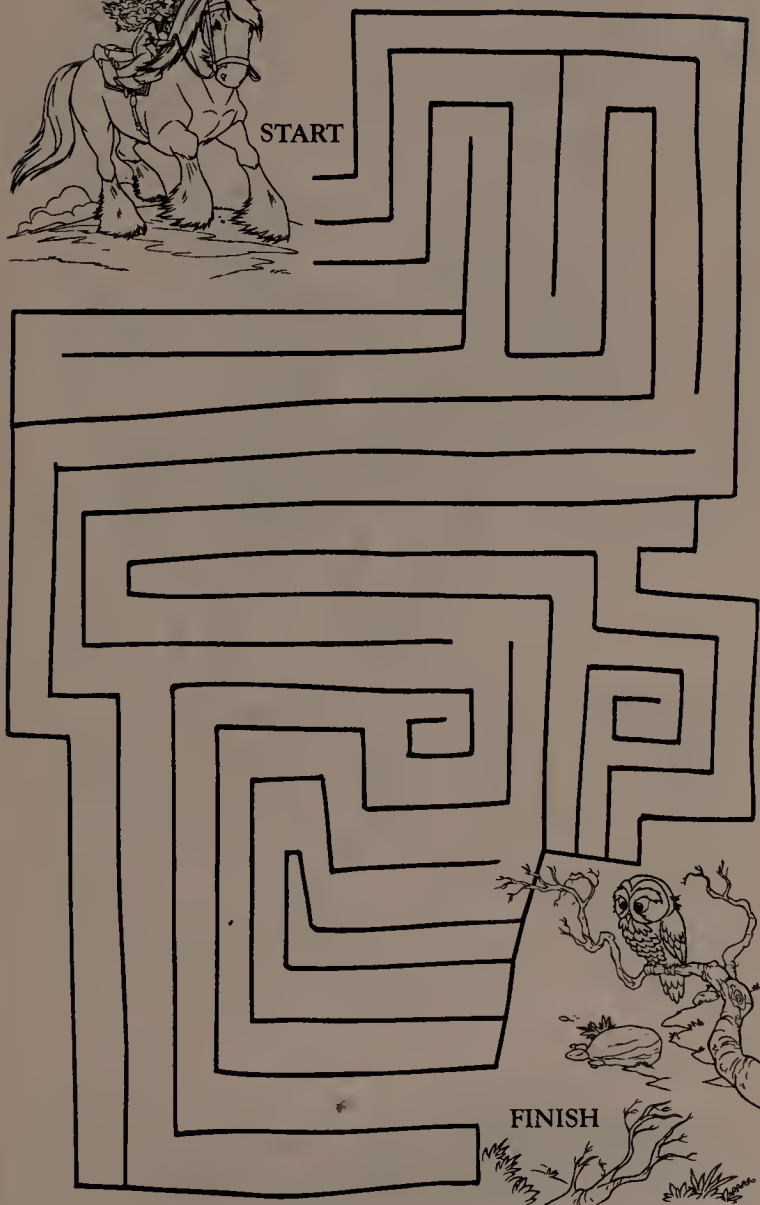
5

Young Macintosh



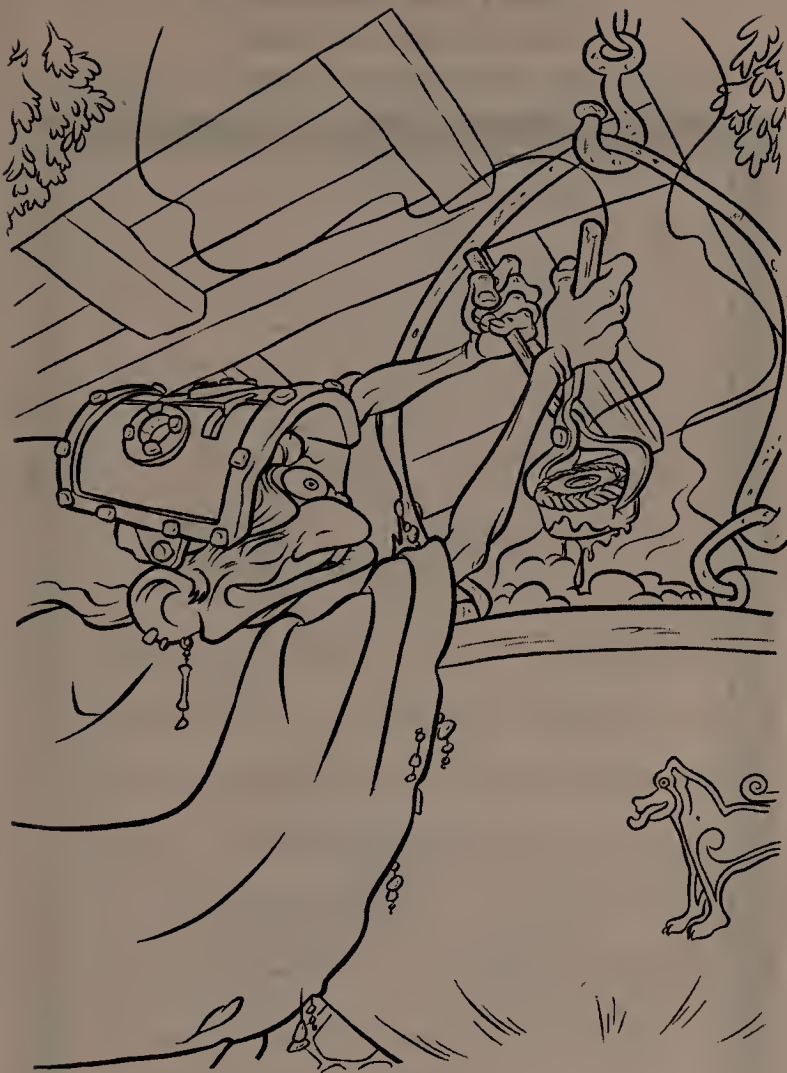
Merida rides Angus out into the night.

Lead Merida through the maze
to escape into the woods.





Merida meets an old woman in a cottage
in the woods. She is a witch!



Merida asks the Witch to cast a spell for her.
The Witch makes a spell cake.

Would you like a spell cake made for you?

Draw and write about the spell you'd like to cast.

The form consists of a large rectangular box with a decorative border. The border is made of a repeating pattern of small, stylized, interlocking shapes. Inside the box, the top half is a blank space for drawing. The bottom half is a writing area with ten horizontal lines.

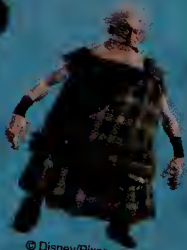


Back at the castle, Merida prepares a tray for her mother—complete with the spell cake.

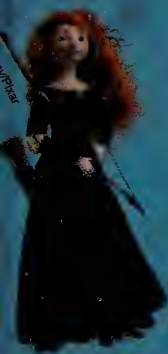


Merida watches anxiously as Elinor takes a bite of the spell cake.





Merida
© Disney/Pixar



© Disney/Pixar



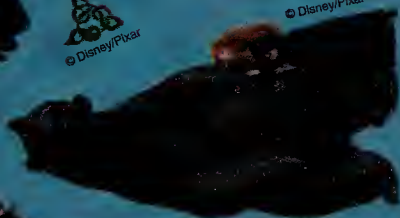
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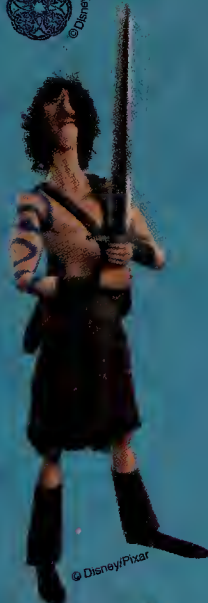
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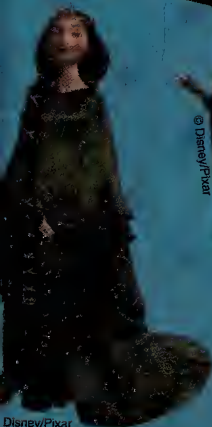
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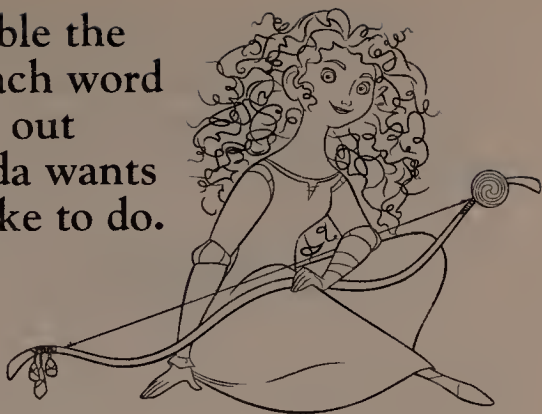


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Unscramble the
letters in each word
to find out
what Merida wants
the spell cake to do.



AGNCHE

RHE

OMTHRE

One little change can make
a big difference!

Can you change just one letter in each word
to make a new word? Can you make another?

KING

BRAVE

BEAR

CAKE

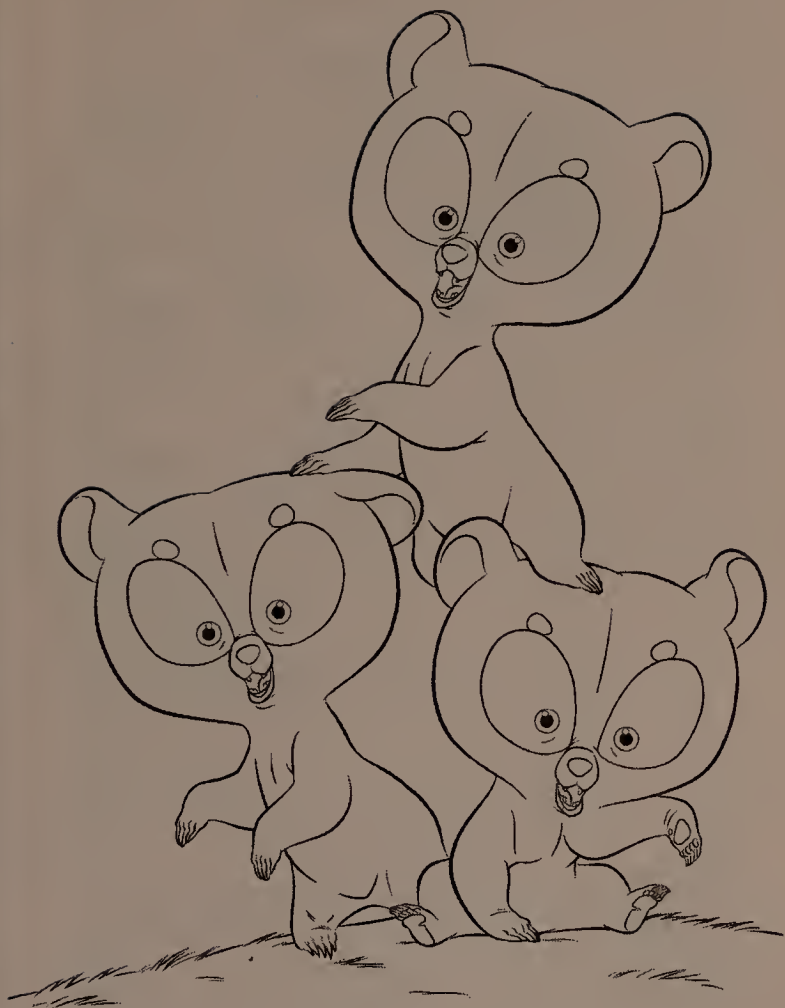
Possible answers: 1. ding, ping, ring, sing, wing, kink. 2. brace, brake, crave, grave.
3. dear, fear, gear, hear, near, pear, rear, tear, wear, bead, beak, beam, bean, beat.
4. bake, fake, lake, make, rake, sake, take, wake, café, came, cane, care, cave.



After eating the spell cake,
Queen Elinor becomes a bear!



Harris, Hamish, and Hubert are excited
to see the new cake.



Oh, my! The triplets change into three
mischievous bear cubs!



Merida bravely leads Elinor through the dark woods to find the Witch.

How many words can you think of
that rhyme with:

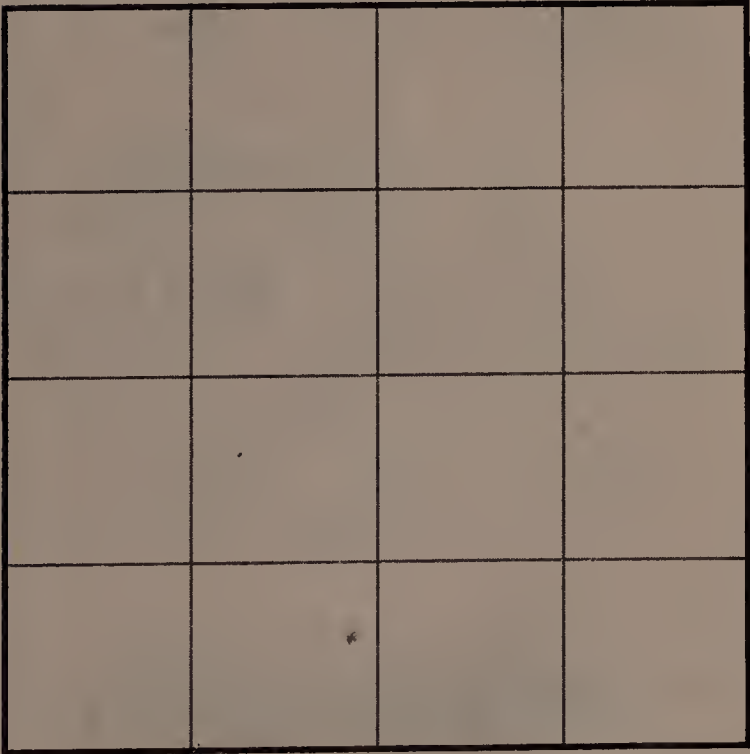
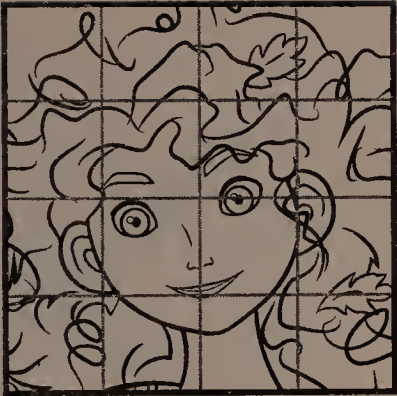
BEAR

Possible answers: air, blare, care, chair, dare, fair/fare, flair, glare, hair,
lair, mare, pair/pare/pear, rare, stair/stare, tear, there, where/ware



Merida shows Elinor-Bear how bears
should walk—on all fours.

Elinor is learning
things about
Merida she never
knew before.
You can learn
to draw Merida.
Use the grid
as a guide.





Merida uses her bow and arrow to show
Elinor-Bear how to catch fish.

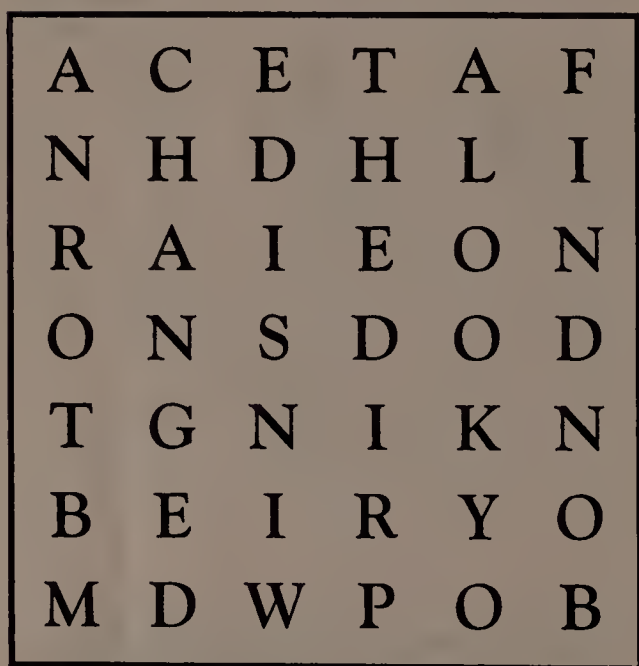


Elinor-Bear catches her first fish.
It's not as hard as she had thought.

The Witch has left behind one clue
about how to change fate.

Look up, down, across, backward, and diagonally.
Can you find each of these words in the puzzle?

FATE BE CHANGED,
LOOK INSIDE,
MEND THE BOND,
TORN BY PRIDE





Looking for the Witch, Merida and
Elinor-Bear come across the remains
of an ancient castle.

Merida is trying to piece together
the legends of her homeland.

Can you figure out which three
pieces complete the picture?

A



B



C



D



E





Suddenly, Merida is confronted by Mor'du—the huge bear that had once been a prince who broke a bond!



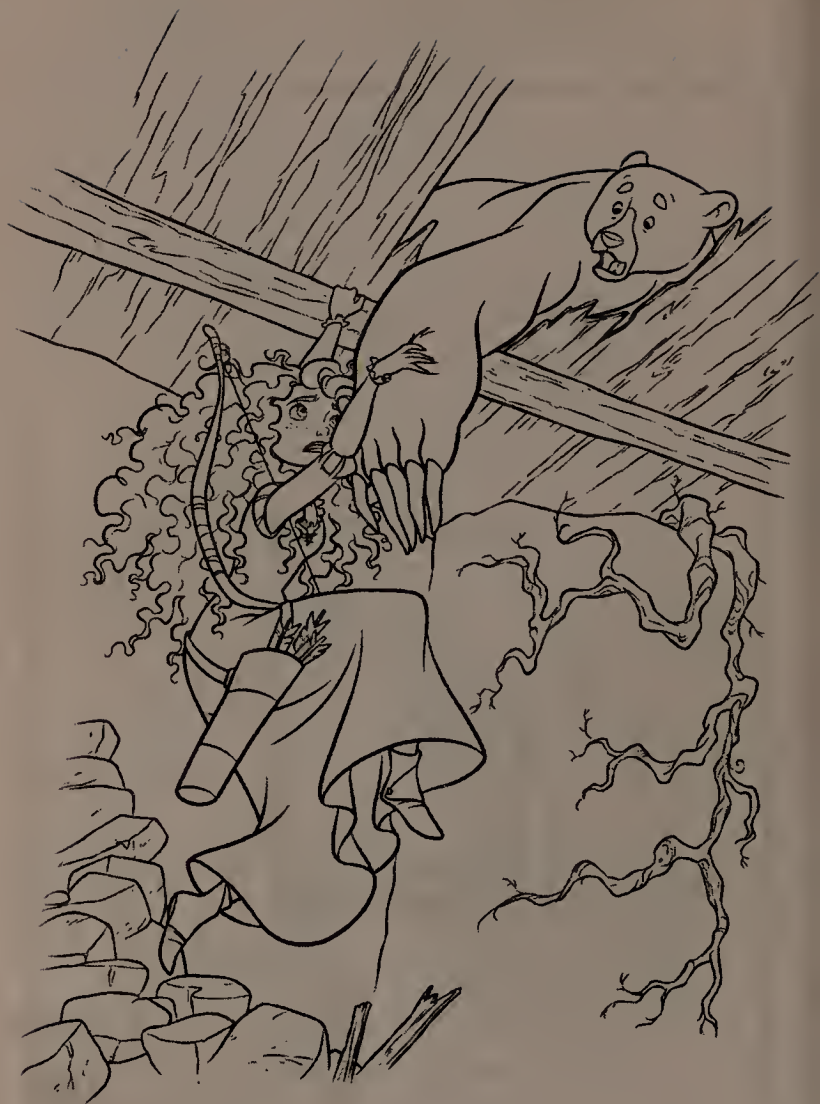
Merida defends herself from the wild bear!

Lead Merida's arrow through the maze to Mor'du.



FINISH





With the help of Elinor-Bear,
Merida is able to escape the ruins to safety
and leave Mor'du behind.

Elinor-Bear wants to return home
to her sons—er, cubs.

Can you spot the trio's exact shadow?



A



B



C

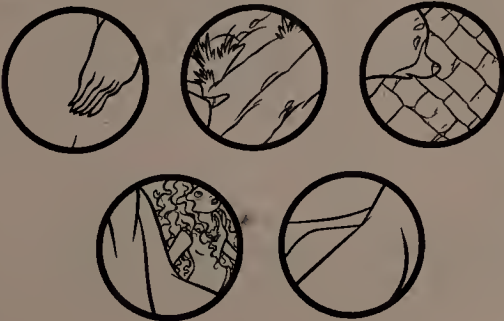
Your
Answer:



Merida and Elinor-Bear return to the castle.
But how will everyone react to seeing a bear?

Merida does not know what will happen when Elinor-Bear is spotted.

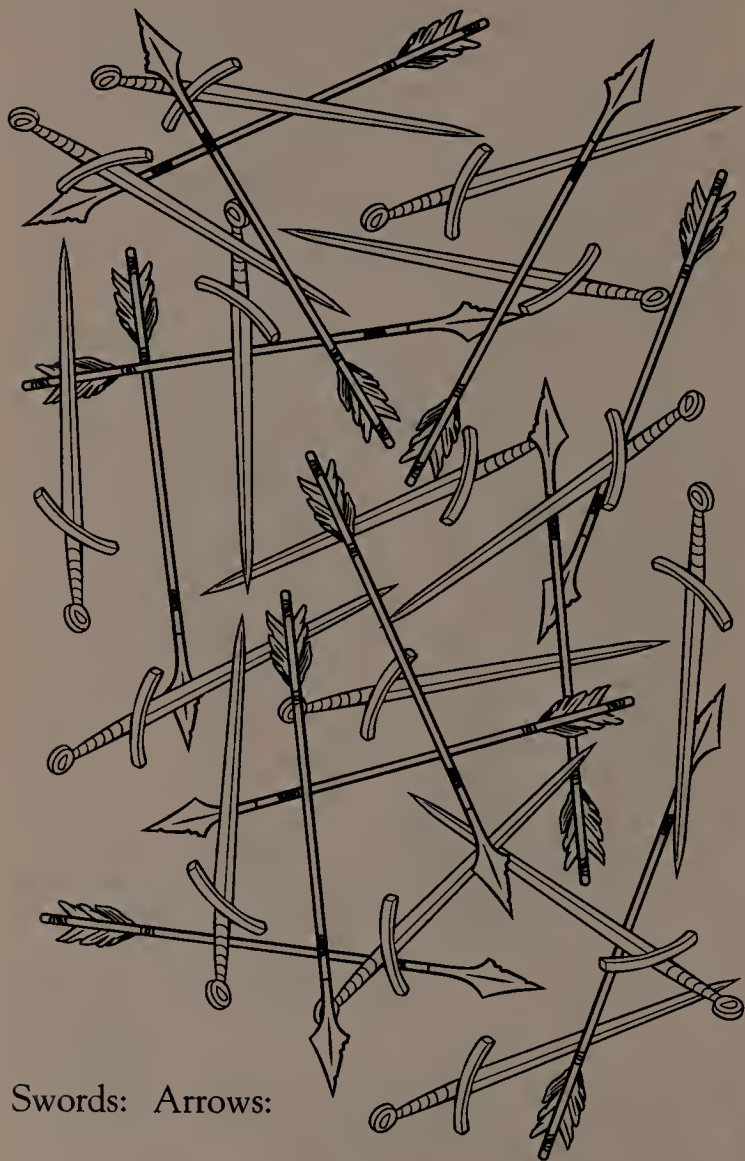
Look at the five sections. Can you draw circles around the exact spots where they appear?



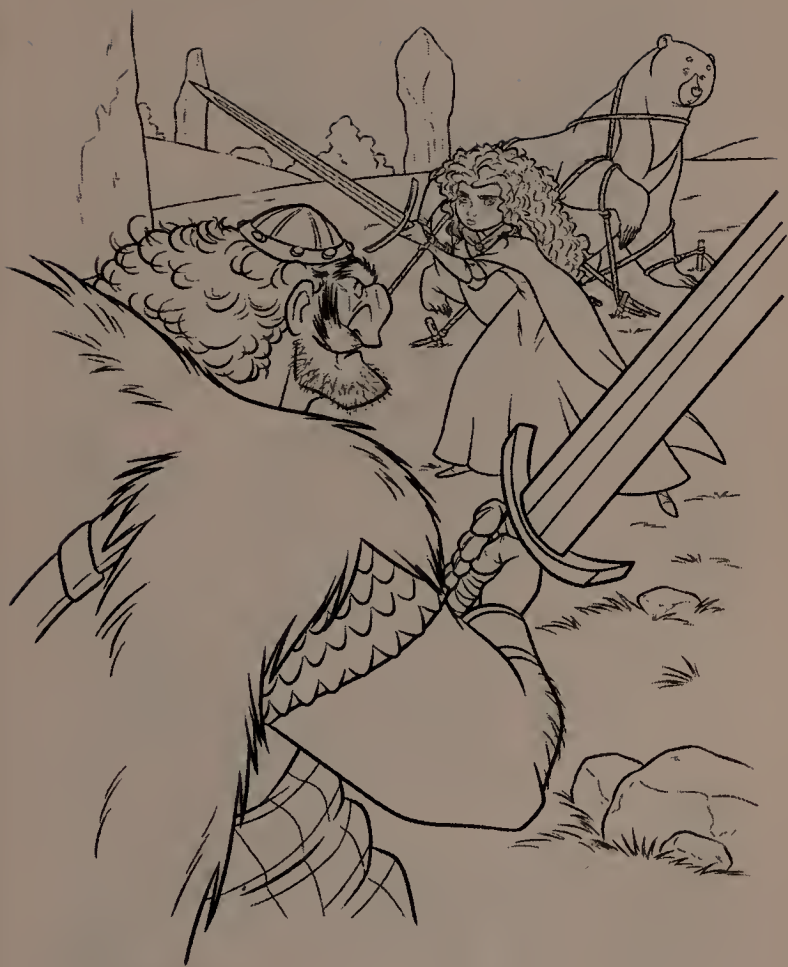
Answer:

**Merida is skillful with a sword and
the bow and arrow.**

How many swords and arrows do you count?



Swords: Arrows:



Oh, no! The men at the castle tie up Elinor-Bear! Merida draws her sword to protect her mother—even from her father!

Never say a cross word to a mother bear's cub!

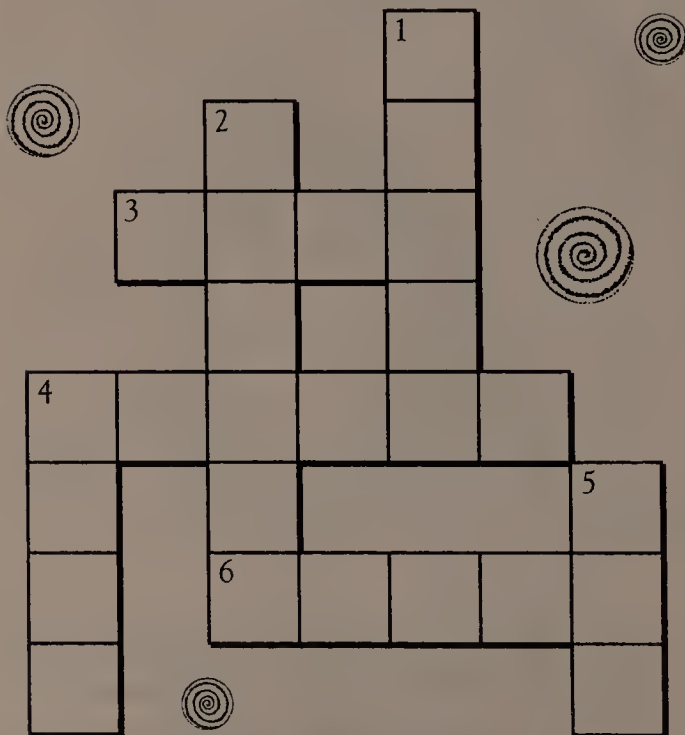
But you can work a crossword puzzle!

ACROSS

3. It's hard to tame Merida's curly _____.
4. King _____ is Merida's father.
6. Elinor eats a _____ cake.

DOWN

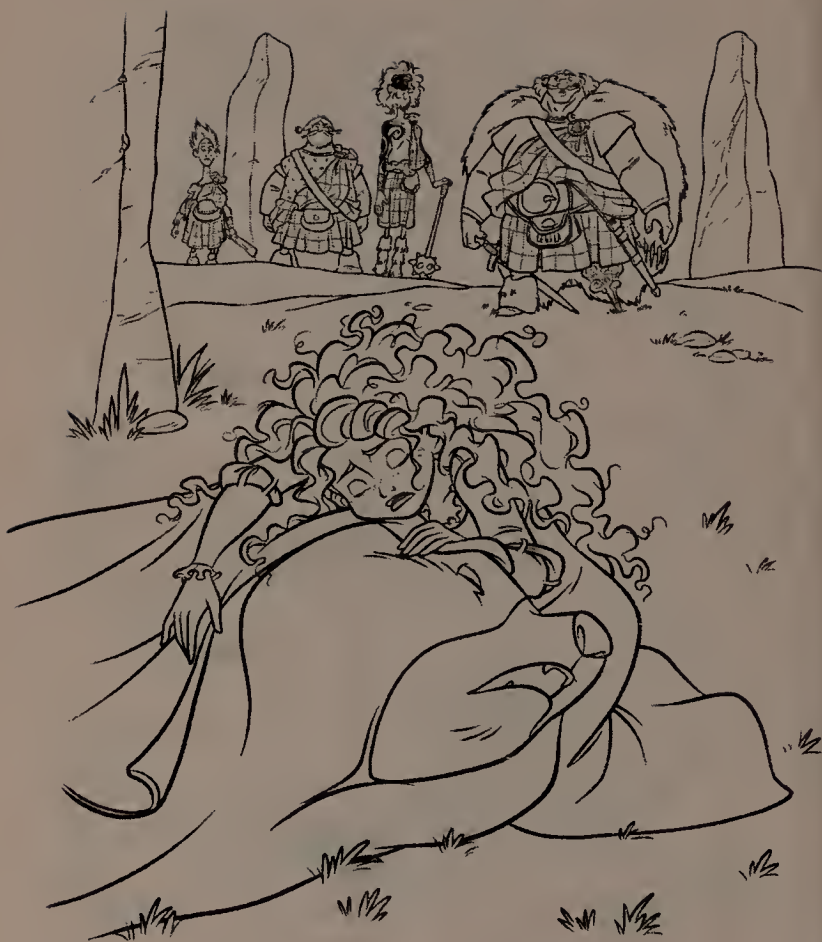
1. _____ is a wild, fierce bear.
2. _____, Hamish, and Hubert are triplets.
4. Elinor-Bear learns how to catch _____.
5. The _____ woman is a witch.



Answers: Across: 3. Mordru, 2. Harris, 4. fish, 5. old
Down: 1. Mordru, 2. Harris, 4. fish, 5. old



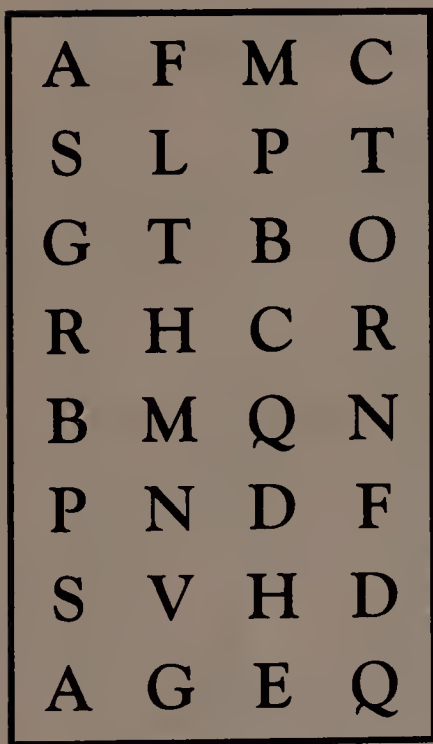
Mor'du appears and rears up over Merida.
Elinor-Bear breaks her bonds
to protect her daughter.



Merida weeps and holds on tight to the fallen bear. No matter what she looks like, Elinor-Bear is still her mother.

Only one thing can mend the bond torn
by pride in order to change Elinor's fate.

What is it? To find out, cross out all letters
that appear twice in the puzzle.



Now write down the remaining letters in the
order they appear.



Dawn's first light breaks.
Elinor becomes human again! Mother and
daughter have mended their bonds.
Love has undone the spell!

Mother and daughter need to reconnect.

Connect the dots to reveal how Merida wants her mother to see her.





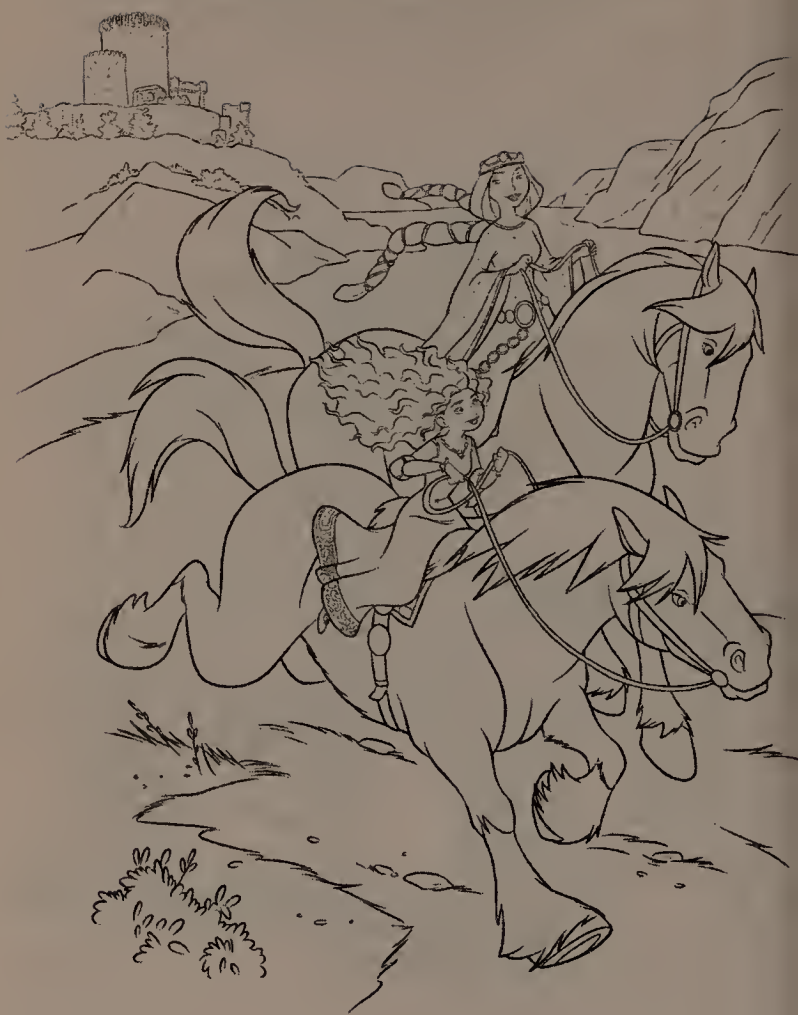
Harris, Hamish, and Hubert transform
back into little boys.

The triplets had fun being different!

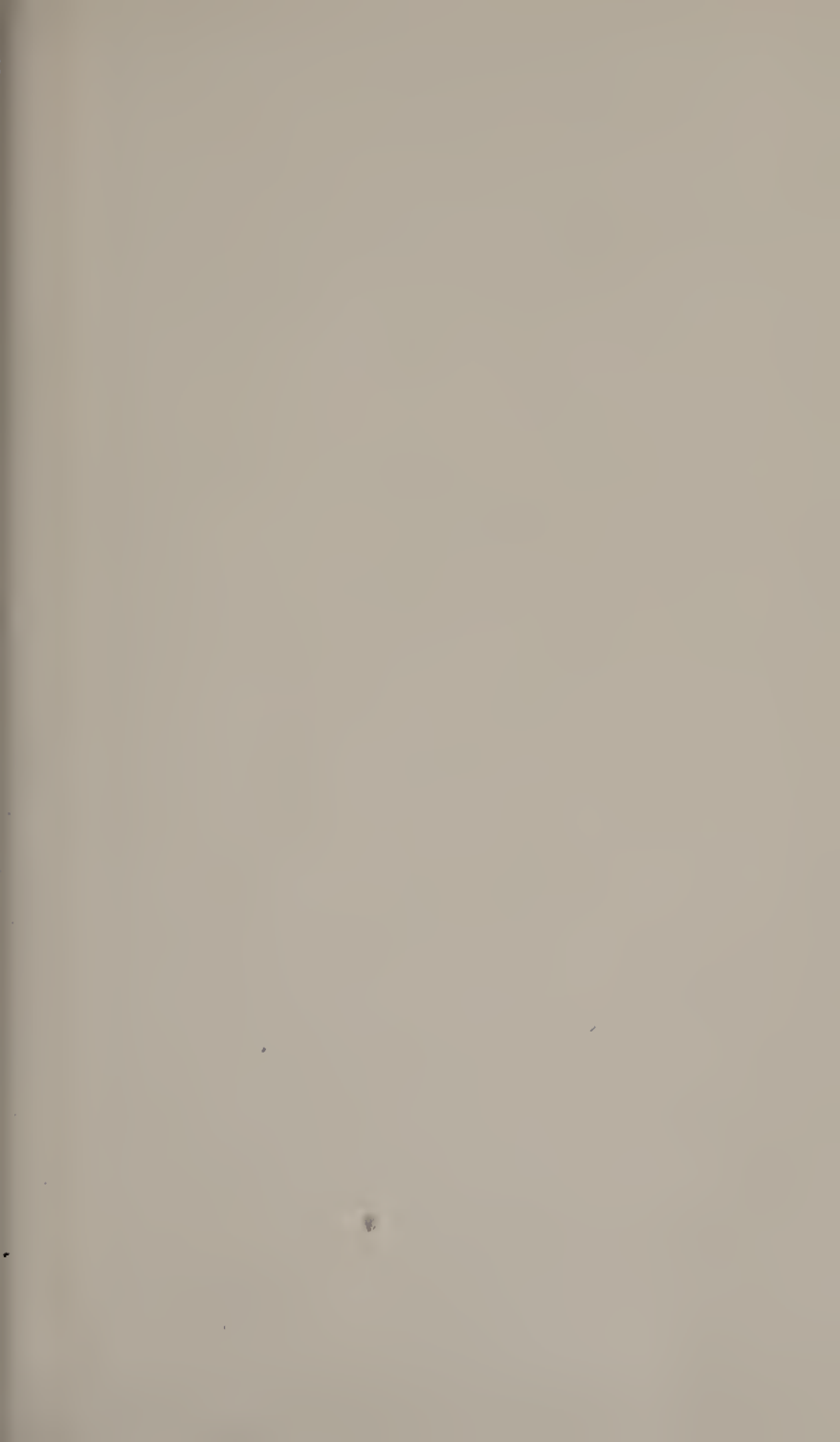
Can you find and circle the 6 differences
between these two pictures?



Answers: rock missing, oval on pouch, stripes on wristband,
square on strap, bear claws on cloak, cloud



Riding through the countryside, Elinor and Merida start a new royal tradition: mother and daughter spending free time together.



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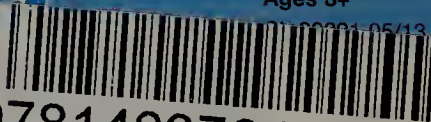
BRAVE



Ages 3+



Dalma
Read, color, le
113 Seaboat



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